

۲

# **User's Manual**

# KidiTab Color<sup>™</sup>

۲



۲

© 2014 VTech Printed in China 91-009694-000

Dear Parent,

At **VTech**<sup>®</sup>, we know how important the first day of school is for your child. To help prepare preschoolers for this important event, **VTech**<sup>®</sup> has developed the **Preschool Learning**<sup>m</sup> series of interactive toys.

**Preschool Learning**<sup>™</sup> features fun characters and inviting school themes that use technology to capture a child's attention and teach important preschool skills like spelling, counting and the alphabet. These vital skills are taught in a way that's both fun and highly engaging to maintain a child's interest. Children will also be introduced to fun school subjects such as art class, music class and even recess! With **Preschool Learning**<sup>™</sup>, learning is fun from day one!

At **VTech**<sup>®</sup>, we know that a child has the ability to do great things. That's why all of our electronic learning products are uniquely designed to develop a child's mind and allow them to learn to the best of their ability. We thank you for trusting **VTech**<sup>®</sup> with the important job of helping your child learn and grow!

sincerely,

 $( \bullet )$ 

Your friends at **VTech**®

To learn more about **VTech**® toys, visit www.vtechkids.com

# INTRODUCTION

Thank you for purchasing the VTech<sup>®</sup> KidiTab Color<sup>™</sup>.

The **KidiTab Color**<sup>™</sup> is a high-tech tablet that is filled with amazing activities! It features a bright, colorful screen and educational games that stimulate and expand your imagination and creativity. There are 25 activities that cover letters, phonics, vocabulary, math, science, art, logic and more! Explore and learn together with Peppy Puppy! Come on! Let's go!



# **INCLUDED IN THIS PACKAGE**

- One VTech<sup>®</sup> KidiTab Color<sup>™</sup>
- One User's Manual

#### WARNING:

 $( \bullet )$ 

All packing materials such as tape, plastic sheets, packaging locks and tags are not part of this toy, and should be discarded for your child's safety.

#### **ATTENTION:**

Pour la sécurité de votre enfant, débarrassez-vous de tous les produits d'emballage tels que rubans adhésifs, feuilles de plastique, attaches et étiquettes. Ils ne font pas partie du jouet.

NOTE: Please keep user's manual as it contains important information.

#### DEMO STRIP REMOVAL:

When the product is taken out of the packaging, please remove the demo strip from the unit to activate normal play mode.

۲

NTRODUCTION

#### UNLOCK THE PACKAGING LOCKS:



1. Rotate the packaging lock 90 degrees anti-clockwise.

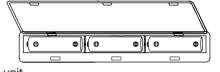
 $(\mathbf{0})$ 

2. Pull out the packaging lock.

# GETTING STARTED

### **BATTERY INSTALLATION**

1. Make sure the unit is **OFF**.



- 2. Locate the battery cover at the back of the unit.
- 3. Install 3 new "AA" Size (AM-3/LR6) batteries following the diagram inside the battery box. (The use of new alkaline batteries is recommended for maximum performance.)
- 4. Replace the battery cover.

## **BATTERY NOTICE**

- Use new alkaline batteries for maximum performance.
- Use only batteries of the same or equivalent type as recommended.
- Do not mix different types of batteries: alkaline, standard (carbonzinc) or rechargeable (Ni-Cd, Ni-MH), or new and used batteries.
- Do not use damaged batteries.
- Insert batteries with the correct polarity.
- Do not short-circuit the battery terminals.
- Remove exhausted batteries from the toy.
- Remove batteries during long periods of non-use.
- Do not dispose of batteries in fire.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the toy before charging (if removable).
- Rechargeable batteries are only to be charged under adult supervision.

# **PRODUCT FEATURES**

Your VTech<sup>®</sup> KidiTab Color<sup>™</sup> has a full numeric and QWERTY keyboard.



۲

PRODUCT FEATURES

- 1. ON/OFF BUTTON: Press this button to turn the unit ON and press it again to turn the unit OFF
- 2. 18 APP BUTTONS : Press an App button to select an activity you want to play.













3. ACTIVITY SELECTION:

When the unit is turned on, you will see a short opening animation before entering the Activity Menu, Here, the activities will cycle through automatically. You can choose an activity in one of these ways:

- 1) Press the Enter button when you see an activity you like.
- 2) Use the cursor keys to cycle through the activities and press the Enter button to confirm.
- 3) Press any of the App buttons directly. After that, the activities in the chosen App button will cycle through automatically. Press the Enter button to confirm an activity, or use the cursor keys to cycle through the activities and then press the Enter button to confirm.
- 4. VOLUME AND CONTRAST BUTTON: To adjust the volume, press this button and a pop-up screen will appear. Use the cursor keys to move the cursor bar to the right for higher volume and to the left for lower volume. Press this button again to adjust the screen contrast by the same method. There are 5 levels of volume and 3 levels of contrast for you to choose from.
- 5. 26 LETTER BUTTONS: Press these buttons to learn or answer questions in letter-related activities.



 $(\mathbf{\Phi})$ 

6. 10 NUMBER BUTTONS: Press these buttons to explore numbers.



**ENTER BUTTON:** Press this button to confirm your selection.

 $(\mathbf{0})$ 

**BACKGROUND MUSIC ON/OFF BUTTON:** Press this button to turn the background music on or off.

**4 CURSOR KEYS** : Use these keys to cycle through choices to make a selection in the activities or in the Main Menu.

( )

- **Help BUTTON**: Press this button to hear an instruction or question repeated or to see a hint.
- **11. REPEAT BUTTON**: Press this button to hear the instruction or question again.
  - **ESC BUTTON:** Press this button to go back to the previous screen or exit from the current activity.
  - **DELETE BUTTON:** Press this button to delete your creations in the activity My Creative Collection.
  - My Creative Collection MY CREATIVE COLLECTION BUTTON: Press this button to show the activity menu of the following activities. You can select one activity to review your creations in that activity.

A01 Picture Painter

A03 My Aquarium

#### **15. AUTO-LEVELING FEATURE**

In some activities, after answering 2 continuous rounds of questions correctly and getting 80-100 points in each round, it will auto-level up to the next level of difficulty. After you have completed 3 levels, you will see a rewarding animation and go back to the main menu.

#### **16. SCREEN SAVER**

The screen saver animation will automatically activate after a few minutes of no input.

#### **17. AUTOMATIC SHUT-OFF**

To preserve battery life the unit will automatically turn off after several minutes without input.

It can be turned on again by pressing the **ON/OFF** BUTTON.

The unit will also automatically turn off when the batteries are very low. A warning will be displayed on the screen as a reminder to change the batteries.

۲

PRODUCT FEATURES

۲

7.

8.

9.

10.

12.

13.

14.

# ACTIVITIES

Category	App Icon	Index	Activity Name
Creativity	Picture Painter	1	Picture Painter
	Animal Concert	2	Animal Concert
	My Aquarium	3	My Aquarium
Language	Letters	4	Hot Air Balloon Journey
		5	Letter Bubbles
	Wonderful Words	6	Wonderful Words
	Rhyming Party	7	Rhyming Party
	Sound Ships	8	Sound Ships
		9	Vowel Voyage
	Word Maker	10	Word Maker
	Missing Letter	11	Missing letter
Math	Numbers	12	Count the Amount
		13	Number Order
	Number Sled	14	Number Sled
	Math Mania	15	Math Mania
Logic	Fishing Fun	16	Fishing Fun
	Patterns	17	Complete the Pattern
	Brain Booster	18	Twins Hunter
		19	Ball Collector
		20	Super Archer
Science	Animal Fun	21	Animal Discovery
		22	Animal Detective
	Science	23	Recycle Expert
		24	Weather Forecast
	My Calendar	25	My Calendar

۲

The VTech<sup>®</sup> KidiTab Color<sup>™</sup> offers a total of 25 fun activities to play.

## **Category 1: Creativity**

#### **App1. Picture Painter**

#### **A01 Picture Painter**

۲

Do you want to be a painter? After you choose a picture, paint the picture by selecting colors on the color pallet and then press Enter. When you're done, press Enter to watch your painting come to life.

۲

# ACTIVITIES

#### App2. Animal Concert

#### A02 Animal Concert

Let's go and see an animal concert! After selecting a song, choose an animal that you would like to see sing and dance! How funny!

#### App3. My Aquarium

#### A03 My Aquarium

It's your very own aquarium! Decorate your aquarium with different fish and decorations! After that, it's time to feed your fish! Wow, that's the coolest aquarium I've ever seen! You can also edit your creations by deleting the fish and decorations.

## **Category 2: Language**

#### App4. Letters

#### A04 Hot Air Balloon Journey

Let's go on a journey in a hot air balloon! Use the Cursor Keys and Enter button to catch the matching uppercase or lowercase letters!

#### **A05 Letter Bubbles**

Do you like blowing and catching bubbles? Peppy Puppy is having so much fun playing with colorful letter bubbles! Press the Letter Buttons on the keyboard to catch the letter bubbles to learn their sounds.

#### App5. Wonderful Words

#### A06 Wonderful Words

Let's join Peppy Puppy to learn some wonderful words! Choose a word to learn about it! Use the Cursor Keys and Enter Button to choose a word and then you will see its animation. Learn as many as you can!

#### App6. Rhyming Party

#### A07 Rhyming Party

Do you want to join our rhyming party? Catch a word that rhymes with the given word as fast as you can. Press the Enter Button to catch it! You can review your score after a round and if you score 80 points or better for two rounds, the game will level up!

#### **App7. Sound Ships**

#### A08 Sound Ships

Hi, my friends! Look at the sailing ships passing by! Let's help Peppy Puppy identify each ship sailing into the harbor and find the word that begins with the given sound within 60 seconds. Watch carefully! You can review your score after a round and if you score 80 points or better for two rounds, the game will level up!

#### A09 Vowel Voyage

Hello kids! Let's help Peppy Puppy identify each ship sailing into the harbor and find the word that ends with the given vowel sound. Use the Cursor Keys and Enter Button to answer. You can review your score after a round and if you score 80 points or better for two rounds, the game will level up!

۲



۲

#### App8. Word Maker

#### A10 Word Maker

This is for you, my little word makers! Listen to phonics sounds carefully and catch the ending sound that makes the word. Use the Cursor Keys and Enter Button to play. You can review your score after a round and if you score 80 points or better for two rounds, the game will level up!

#### App9. Missing Letter

#### A11 Missing Letter

There are many letter balls in the swimming pool. Use the Cursor Keys and Enter Button to choose the ball with the right letter to complete the word. You can review your score after a round and if you score 80 points or better for two rounds, the game will level up!

#### **Category 3: Math**

#### App10. Numbers

#### A12 Count the Amount

Let's play a counting game with Peppy Puppy! Press a number and let's count together!

#### A13 Number Order

Join Peppy Puppy in the swimming pool! Choose a ball with the right number to complete the number sequence that is given. Use the Cursor Keys and Enter Button to play! You can review your score after a round and if you score 80 points or better for two rounds, the game will level up!

#### App11. Number Sled

#### A14 Number Sled

()

Do you want to ride the number sled with Peppy Puppy? Listen to the questions carefully and use the Cursor keys and Enter Button to choose the right answer. You may need to choose the side with more or fewer objects, or the side with the bigger or the smaller number. You can review your score after a round and if you score 80 points or better for two rounds, the game will level up!

#### App12. Math Mania

#### A15 Math Mania

We need to help Peppy Puppy cross the sea. Can you help her count the objects to solve the simple math problems so that the ice will melt and she can get across? Use the Cursor Keys and Enter Button to play! You can review your score after a round and if you score 80 points or better for two rounds, the game will level up!

#### **Category 4: Logic**

#### App13. Fishing Fun

#### A16 Fishing Fun

Do you like fishing? Use the Cursor Keys and Enter Button to catch the same type of fish as the given one! Catch as many as you can in the limited time! Use the Left and Right Cursor Keys and Enter Button to play! You can review your score after a round and if you score 80 points or better for two rounds, the game will level up!

۲

#### App14. Patterns

#### A17 Compete the Pattern

Look at the pictures carefully, and then help Peppy Puppy complete the pattern! You may use the Cursor Keys and Enter Button to play! You can review your score after a round and if you score 80 points or better for two rounds, the game will level up and the patterns will be more difficult in higher levels.

#### App15. Brain Booster

#### A18 Twins Hunter

Let's train our brains! Look at the given picture carefully to see if the picture is the same as the last one you saw. Use the left and right Cursor Keys to play! You can review your score after a round and if you score 80 points or better for two rounds, the game will level up!

#### A19 Ball Collector

Let's see how many balls you can collect in 60 seconds. Sort the balls by color as fast as you can. You can start the game by pressing the left and right Cursor Keys. You can review your score after a round and if you score 80 points or better for two rounds, the game will level up!

#### A20 Super Archer

Can you hit the target? Launch an arrow at the target that matches the picture you saw. Use the Left or Right Cursor Keys to play. There are 5 questions per round. You can review your score after a round and if you score 80 points or better for two rounds, the game will level up!

# **Category 5: Science**

#### App16. Animal Fun

#### A21 Animal Discovery

Animals have a lot of special parts. Let's explore these specialized parts and with Peppy Puppy! Use the Cursor Keys and Enter Button to play! Try to learn as much as you can!

#### **A22 Animal Detective**

Are you an animal expert after playing Animal Discovery? Let's see what you've learned. Use the Cursor Keys to choose the name of the animal part that matches the picture you saw. Then press the Enter Button to confirm your answer. You can review your score after a round and if you score 80 points or better for two rounds, the game will level up!

#### App 17. Science

#### **A23 Recycle Expert**

Let's join Peppy Puppy in protecting the environment by recycling! Listen to the category name of the recycle bin and select the item you can recycle. You may use the Cursor Keys and Enter Button to play!

#### **A24 Weather Forecast**

Help Peppy Puppy choose an outfit for the weather! Look at the screen carefully to see what the weather is like, and then choose the right items for Peppy Puppy.

۲

#### App.18 My Calendar

#### A25 My Calendar

There are so many things Peppy Puppy needs to do this week! Use the Cursor Keys and Enter Button to choose a day to see what's on the schedule! Join Peppy Puppy on her fun day!

#### **My Creative Collection Button**

Let's see the creative things you've been working on! You may review the creative things that you created in some of the activities you have played! Use the Cursor Keys and Enter Button to choose one activity to review your creations in that activity. You may press the Delete Button to delete your creations.

# **CARE & MAINTENANCE**

- 1. Keep the unit clean by wiping it with a slightly damp cloth.
- 2. Keep the unit out of direct sunlight and away from any direct heat sources.
- 3. Remove the batteries when the unit is not in use for an extended period of time.
- Do not drop the unit on a hard surface and do not expose the unit to excess moisture or water.

# TROUBLESHOOTING

If for some reason the program/activity stops working or malfunctions, then please follow these steps:

1. Turn the unit OFF.

()

- 2. Interrupt the power supply by removing the batteries.
- 3. Let the unit stand for a few minutes, then replace the batteries.
- 4. Turn the unit back ON. The unit will now be ready to play again.
- 5. If the unit still does not work, replace with an entire set of new batteries.

If the problem persists, please call our Consumer Services Department at 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada, and a service representative will be happy to help you.

# **TECHNICAL SUPPORT**

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Consumer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you. Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number (the model number is typically located on the back or bottom of your product).
- The actual problem you are experiencing.
- The actions you took right before the problem started.

#### Internet: www.vtechkids.com

**Phone:** 1-800-521-2010 in the U.S. or 1-877-352-8697 in Canada of the following measures:

#### **IMPORTANT NOTE:**

Creating and developing **VTech® Preschool Learning** products is accompanied by a responsibility that we at **VTech®** take very seriously. We make every effort to ensure the accuracy of the information which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S., or 1-877-352-8697 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

 $(\mathbf{0})$ 

#### NOTE:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**Caution:** changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



۲